AMENDMENT TO THE CLAIMS

Claims 1-9 (canceled)

10. (currently amended) A method for spatialization of sound relating to a video, wherein the sound has associated 2D location information <u>for x-location and y-location corresponding to x and y coordinates of the video, respectively</u> ~~for which width and height correspond to width and height of the video~~, comprising steps of

transforming the 2D location information to a 3D coordinate system, wherein said <u>y-location</u> ~~height information~~ is mapped to audio depth information perpendicular to the 2D video plane and said <u>x-location is mapped to itself;</u> ~~width information remains audio width information;~~ ~~extracting a third coordinate value;~~
adding <u>a</u> ~~the~~ third coordinate value <u>to the transformed location information in the 3D coordinate system</u> ~~as new audio height information to a 3D audio position vector~~; and
spatializing the sound according to the <u>resulting 3D location information</u> ~~audio height, depth and width information of the 3D coordinate system~~.

11. (currently amended) Method according to claim 10, wherein the spatialization is performed according to a scene description containing a parametric description of sound sources corresponding to the audio signals, wherein the parametric description has a hierarchical graph structure with nodes, wherein a first node comprises said <u>x-location and y-location information</u> ~~width and height information~~ and a second node comprises said third coordinate value and data defining said <u>transformation</u> ~~transforming~~.

12. (currently amended) Method according to claim 10, wherein <u>said x and y coordinates correspond to the</u> ~~said 2D coordinate system corresponds to the screen plane and said 1D value corresponds to a depth information perpendicular to~~ screen plane.

13. (currently amended) Method according to claim 10, wherein said transforming enables mapping of a vertical ~~a transformation of said 2D coordinate values to said 3D positions enables mapping of a vertical~~ movement of a graphical object in the screen plane to a movement of a corresponding audio object in the depth perpendicular to said screen plane.

14. (currently amended) Method according to claim 10, wherein the mapping is performed according to a 2x3 matrix or corresponding rotation ~~around the horizontial or width axis~~.

15. (previously presented) Method according to claim 10, wherein separate sound sources are coded as separate audio objects and the arrangement of the sound sources in a sound scene is described by a scene description having first nodes corresponding to the separate audio objects and second nodes describing the presentation of the audio objects and wherein a field of a second node defines the 3D spatialization of a sound source, said third coordinate and said transforming.

Claims 16-17 (canceled)

18. (withdrawn – new) Method for decoding a presentation description of audio signals using a method for spatialization according to claim 1, further comprising initial steps of:

>   receiving audio signals corresponding to a sound source linked with a parametric description of said sound source, wherein said parametric description includes information which allows spatialization in a 2D coordinate system based on x-location and y-location; and
>   separating an additional 1D value from said parametric description, wherein the 1D value is used as said third coordinate value.

19. (withdrawn – new)   Method according to claim 19, wherein audio objects representing separate sound sources are separately decoded and a single soundtrack is composed from the decoded audio objects using a scene description having first nodes corresponding to the separate audio objects and second nodes describing the processing of the audio objects, and wherein a field of a second node defines the 2D or 3D spatialization of a sound source.